

# FIND THE BUG!

## PROJECT

### Instructions

1. Print the following pages 2-23 double-sided on thick paper
  2. Project members (16, print 1 set per player)
  6. Projects (9)
  8. Steering groups (14), project manager (1),
  9. program goals (3)
  12. Bugs (30)
  16. Budgets (32)
  20. Risks (12), Evaluations (72), time & cost (50)
2. Cut out the tiles and cards with a sharp knife or scissors
3. Add suitable components
  - 36 steering group discs (6 of each player color)
  - 135 code cubes (15 of each color)
4. Download the rules from
5. <http://novasuecia.se/project/files/Project%20Rules.pdf>
6. Enjoy your game!

Find the Bug! Project - Print & Play is free but we would appreciate feedback (both about what is good and what may be better) to [nicholas.hjelmberg@gmail.com](mailto:nicholas.hjelmberg@gmail.com).

A printed version is available at <https://www.thegamecrafter.com/games/find-the-bug-project>.

T

Junior Pro-  
 ject Manager

Take 1 budget chit  
Use to modify budget

/ / → -1 -1  
 +1

C

T

Junior Deve-<sup>6+</sup>  
 lopment Lead

Q

→ →

C

T

Junior<sup>6+</sup>  
 Test Lead

Q

→ →

C

T

Junior<sup>6+</sup>  
 Developer

Q

→ →

C

T

Trainee<sup>2+</sup>  
 Developer

Q

→ →

C

T

Integration<sup>4+</sup>  
Developer

Q

→ →

C

T

Junior<sup>6+</sup>  
 Tester

Q

→ →

C

T

Trainee<sup>2+</sup>  
 Tester

Q

→ →

C

T

Integration<sup>4+</sup>  
Tester

Q

→ →

C

T

Senior Test Lead 4+

Q

Jun/Jun  
Jun/Sen  
Test.

-T

+Q

1

T

C

T

Senior Development Lead 4+

Q

Jun/Jun  
Jun/Sen  
Dev.

-T

+Q

1

T

C

T

Senior Project Manager 4+

Take 1 of each budget chit  
Use to modify budget

1 + 1 + 1

-1 -1 +1

C

T

Continuous Integrator 4+

Q

D

T

T

Q

1

C

C

T

Consultant Developer 2+

Q

D

T

D

T

1

C

C

T

Senior Developer 4+

Q

D

T

D

T

1

C

C

T

Test Automator 4+

Q

T

T

Q

Q

1

C

C

T

Consultant Tester 2+

Q

T

T

T

Q

1

C

C

T

Senior Tester 4+

Q

T

T

T

Q

1

C

C

T

Junior Recruiter

May recruit 1 or 2 junior members

+

C

T

Junior Trainer

May train 1 member (even if no cubes, stay idle)

X X

C

T

Junior Coach

May form team of members with at least 1 cube

+ →

C

T

Development Tool

Modify task and/or budget (once per turn)

- + + / →

C

T

Offshore Developer

Modify task and/or budget (once per turn)

- + + →

C

T

Scrum Team

Q

→ / →

C

### Action Summary

Choose 1 activity

- Recruit project member
- Train project member (see back)
- Assign project member
  - Take project cubes →
  - Place budget chit →
- Report status
  - Discard experienced members
  - Turn other members idle
  - Place steering group disc
  - Vote go/nogo
  - Evaluate project

T

Senior  
Coach

May form team of members regardless of cubes

C

T

Senior  
Trainer

May train 1 or 2 members (even if no cubes, stay idle)

C

T

Senior  
Recruiter

May recruit 1 or 2 junior or 1 senior member

C

T

DevOps  
Team

Q

C

T

Offshore  
Tester

Modify task and/or budget (once per turn)

C

T



Test  
Tool

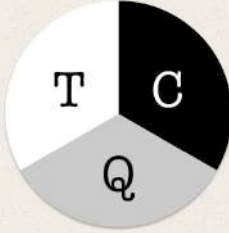
Modify task and/or budget (once per turn)

C



Training Summary

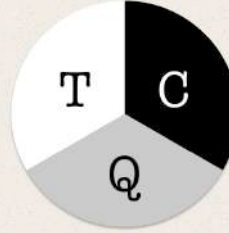
Project Alpha ▲ 2

DEV.   
TEST 





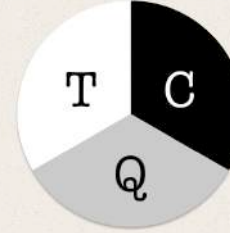
Project Beta ▲ 2

DEV.   
TEST 





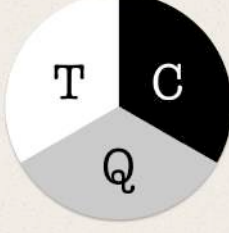
Project Gamma ▲ 2

DEV.   
TEST 





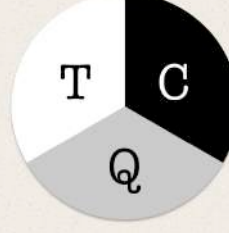
Project Delta ▲ 3

DEV.   
TEST 





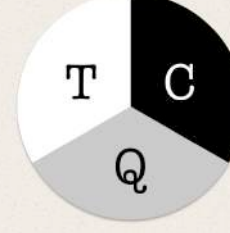
Project Epsilon ▲ 3

DEV.   
TEST 





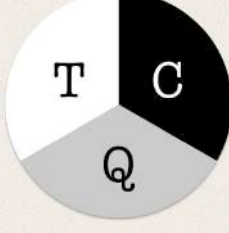
Project Kappa ▲ 3

DEV.   
TEST 





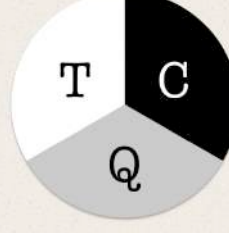
Project Lambda ▲ 4

DEV.   
TEST 





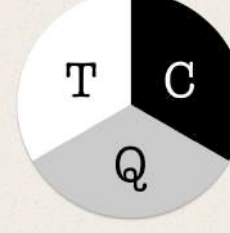
Project Sigma ▲ 4

DEV.   
TEST 



Project Omega ▲ 4

DEV.   
TEST 



Project

TEST					
DEV.					

**CLOSED**

Project

TEST					
DEV.					

**CLOSED**

Project

TEST					
DEV.					

**CLOSED**

Project

TEST					
DEV.					

**CLOSED**

Project

TEST					
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Project

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Project

TEST					
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**CLOSED**

Project

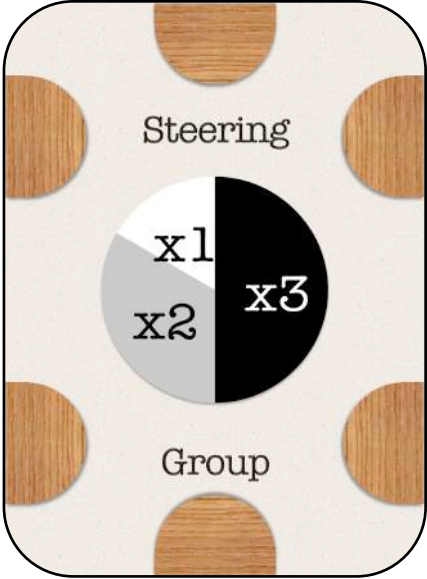
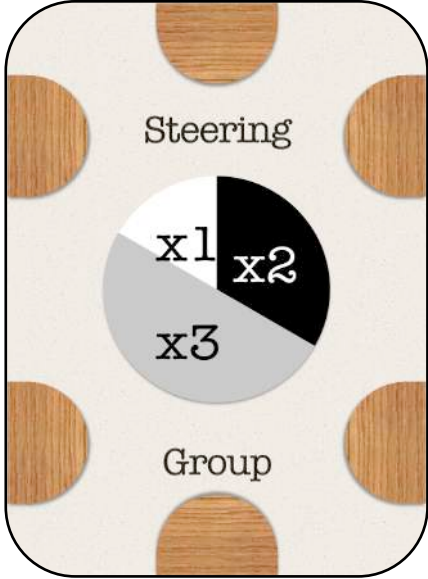
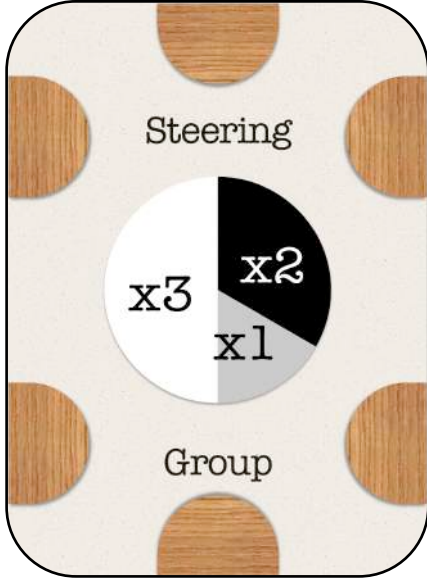
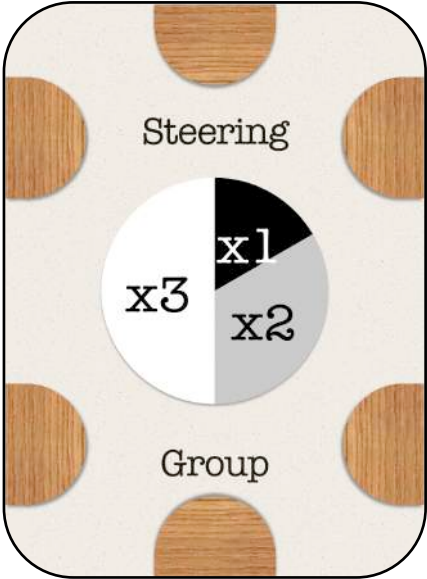
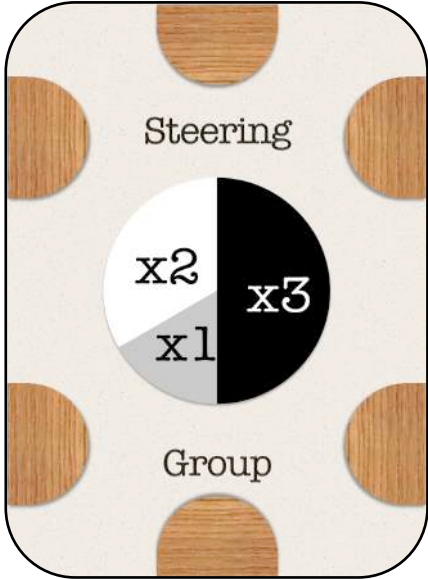
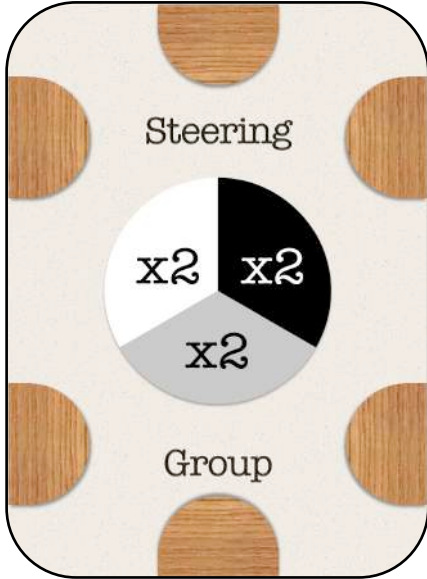
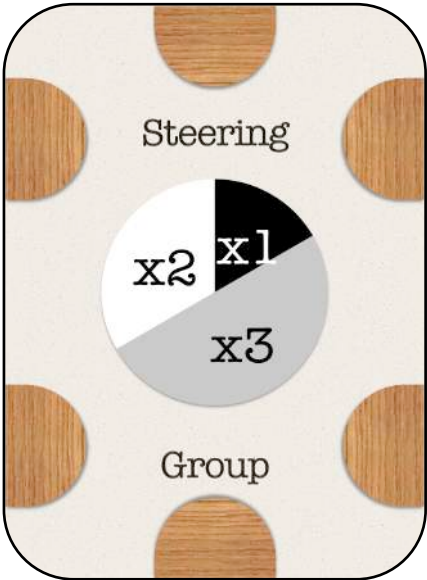
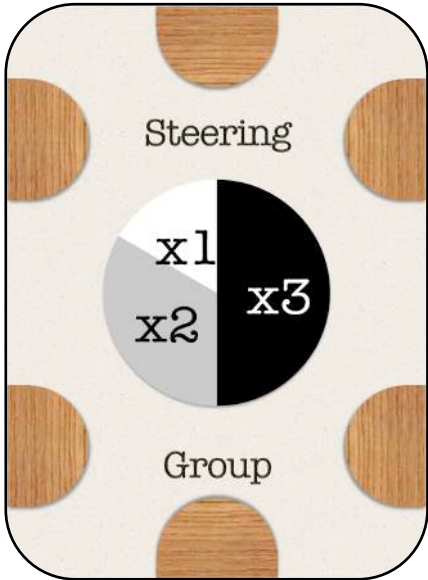
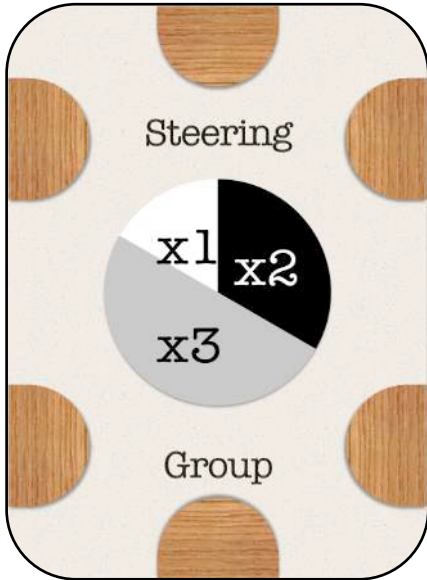
TEST					
DEV.					

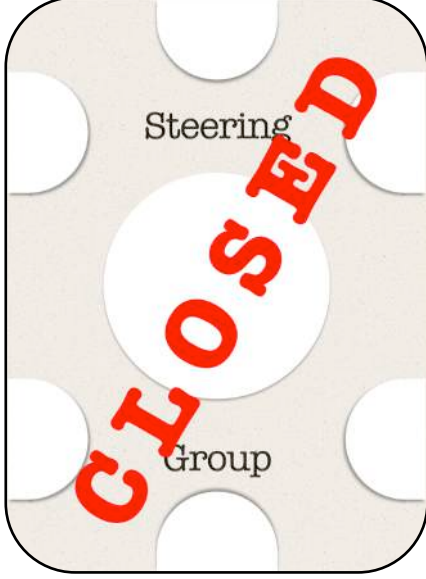
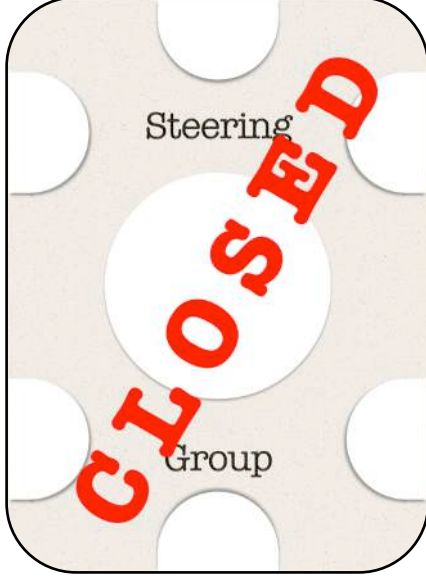
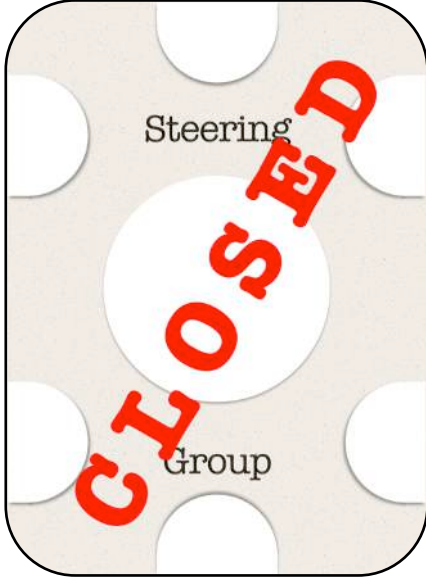
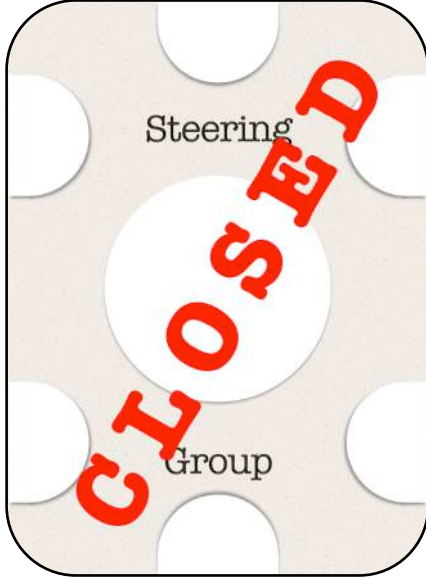
**CLOSED**

Project


TEST					
DEV.					

**CLOSED**



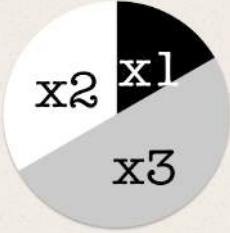


Steering



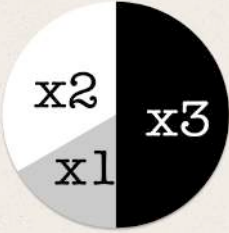
Group

Steering



Group

Steering



Group

**Program Manager**

A. Start with the player to your left

B. Play 1 extra turn, then pass the program manager card to your left

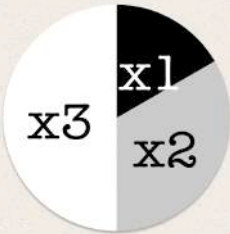
C. Assist at project evaluations

1. Follow up quality
2. Follow up budgets
3. Evaluate achievement

D. End after the 1st of your 2 turns if projects equal to player count +1 are closed

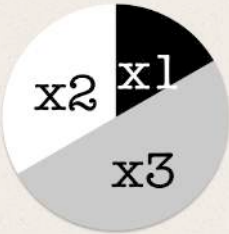
E. Evaluate any remaining projects (ignoring the priority achievements)

Steering

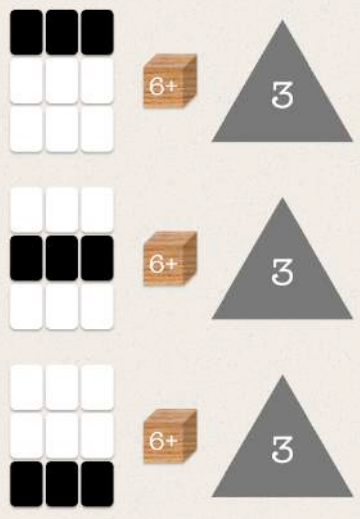
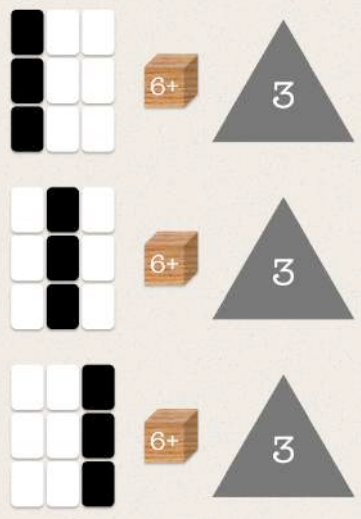
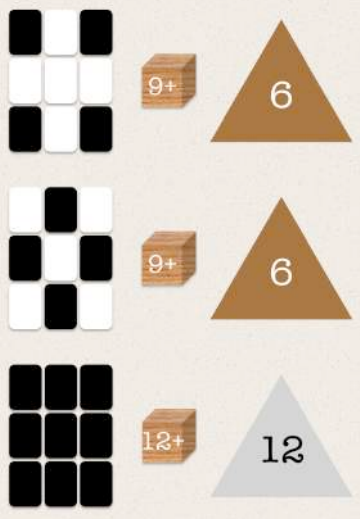


Group

Steering



Group

Steering  
Group

**CLOSED**

Steering  
Group

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Group

**CLOSED**

### Project Evaluation

1. Follow up Quality

1 2 3 4 5

2. Follow up Budgets

Q =  - Q

T = T - T +  $\frac{+Q/2}{>0}$

C = C - C +  $\frac{+Q/2}{>0}$

3. Evaluate Achievements

$\frac{TCQ}{>0}$   $\frac{-TCQ}{>0}$   $\frac{-TCQ}{>0}$   $\frac{1+2}{x?}$   $\frac{x?}{x?}$



